



STUDENT ID NO

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MULTIMEDIA UNIVERSITY

FINAL EXAMINATION

TRIMESTER 3, 2018/2019

MPE7223 – WEB PUBLISHING FOR E-LEARNING
(All sections / Groups)

28 MAY 2019
2.00 p.m. – 4.00 p.m.
(2 Hours)

INSTRUCTIONS TO STUDENTS

1. This Question paper consists of 4 pages including cover page with 5 Questions only.
2. Answer **ALL** compulsory questions in Part A, and answer **TWO out of THREE** questions in Part B. All questions carry equal marks and the distribution of the marks for each question is given.
3. Please print all your answers in the answer Booklet provided.

Part A: Compulsory Questions**Question 1 (10%)**

Web design best practices outlined by Terry Morris has been widely used by web design students. She grouped her best practices / guides under eight (8) components which are *page layout, browser compatibility, navigation, color and graphics, multimedia, content presentation, functionality and accessibility*.

a) By relating these best practices to your recently developed website, explain **four (4)** components of the best practices provided by Terry Morris that you used when designing your website. (Note: Each component explained is 2 marks)

[8 marks]

b) One of the components, namely “**Accessibility**” is not that popular among web designer but important. Discuss why **Accessibility** guide is crucial for web publishing?

[2 marks]

Question2 (10%)

E-learning authoring tool has been a promising tool (or software) for creating materials for e-learning purposes, especially to create content compatible with various Internet browsers in HTML5 format.

a) Explain in some details what *e-learning authoring tools* can offer to e-learning professionals and also provide two examples of e-learning authoring tools (software).

[2 marks]

b) Provide **two** new features of Adobe Captivate (recently released in 2019) and explain how the two features (that you provided) can facilitate learning? [4 marks]

c) Explain briefly **four** features of WordPress, a popular content management system (CMS) use by many web publishers. [4 marks]

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Part B: Answer two out of three questions only. Each question is 10%, the breakdown of the marks are stated.

Question 3 (10%)

Website for e-learning creation can be a daunting task with many processes involved, especially if it is a large scale website development for e-learning purpose. Point out **five** out of eight processes of Web Development and what are the key activities / steps for each process to ensure a smooth development of a website. (Note: 2 marks for each process) [10 marks]

Question 4 (10%)

Social learning has been used in many courses such as in MPE7223 Web Publishing for e-learning through discussions and sharing of thoughts, resources and ideas to improve websites. One of the education theorists, Lev Vygotsky conceptualised the idea of social learning through his explanation of *Zon of Proximal Development (ZPD)* and scaffolding.

- Explain ZPD and how this concept can be applied to assist a child to learn. [4 marks]
- There are many ICT tools used through the means of web for e-learning purposes to promote social interaction and learning. Provide **three type of tools** that foster peers and social interaction to scaffold learning. Explain how the tools can be used effectively for social learning. (Note: For each tool mentioned and also explained its usage based on social learning will get 2 marks) [6 marks]

Question 5 (10%)

Microsoft with other agencies (as co-authors) has created an online course in *Microsoft Educator Community (and Training) Platform* and offer a course entitled “Teaching Sustainability Goals” (Refer to the Figure 1(a) & 1(b) for some information of the course). The following questions are related to this web-based course.

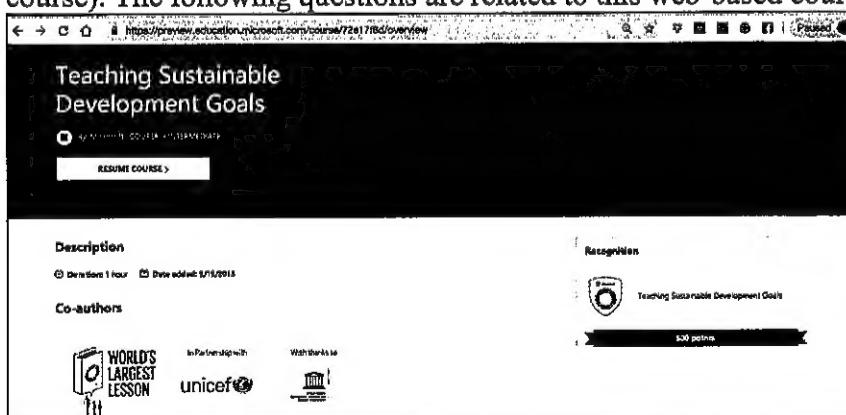
A screenshot of a web browser displaying a course page on the Microsoft Education Platform. The title of the course is 'Teaching Sustainable Development Goals'. Below the title, there is a 'RESUME COURSE' button. The page is divided into sections: 'Description' (Duration: 1 hour, Date added: 1/15/2018), 'Co-authors' (WORLD'S LARGEST LESSON, unicef, and a logo for a partnership with another organization), and 'Recognition' (a progress bar showing 500 points). Logos for 'WORLD'S LARGEST LESSON' and 'unicef' are visible at the bottom of the page.

Figure 1(a): The main page (Part 1) of “Teaching Sustainable Development Goals” hosted in Microsoft Education Platform

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The course aims to equip you with relevant information and tools to enable you to take part in the World's Largest Lesson, to teach people about the SDGs and to enthuse you to create and share your own learning resources in order to do so.

About the course

This short course is designed for educators and all those who would like to teach children and young people about the Sustainable Development Goals, commonly known as the Global Goals. It is intended to support the teaching of the World's Largest Lesson and all other efforts to educate and engage children and young people so that they support the Sustainable Development Goals and want to turn their support into action.

- The course supports teaching in both formal and informal learning settings.
- It does not assume a given level of knowledge or experience of either the United Nations, International Development, or the Sustainable Development Goals.
- It can be referred to in whole or used in parts depending on relevance.
- After you have completed this course you will be awarded a badge and 500 points on Microsoft Educator Community.

ACRONYMS

CSO:	Civil Society Organization
HLFF:	High-Level Political Forum on Sustainable Development
MDGs	Millennium Development Goals
NGO	Non-Governmental Organization
SDGs	Sustainable Development Goals, commonly known as the Global Goals
UN	United Nations

Figure 1(b): The main page (Part II) of "Teaching Sustainable Development Goals" hosted in Microsoft Education Platform

- a) Usually for publishing and introducing a web-based course (by referring to Figure 1(a & b)), what are the basic information required to inform to prospect learners, and why these information are important? Discuss. [3 marks]
- b) Discuss the strength and weaknesses of this web-based course from learners' perspective. [4 marks]
- c) Google Classroom is a simple web based platform created by Google for teachers and students. Can you provide your experiences of using Google Classroom from the perspective as a course learners / student. Explain two useful features of Google Classroom and also your opinion/reflection on this learning platform. [3 marks]

End of Page.

